

### WHAT DO I NEED TO STUDY THIS COURSE?

The entry requirements for this course are 5 GCSEs at grade 4 or above including Maths and English Language.

### IS THIS COURSE FOR ME?

This course develops the skills and knowledge required for those who wish to pursue a career in the Music and broadcasting industries. You will gain an understanding into how music is created, produced and engineered for various types of applications such as music for film, live music performance, music publishing and how music is used in various types of broadcast streams such as music licencing, podcasts, music videos and advertising. Alongside the technological and practical elements of the course you will also learn how about the development of recorded music from the early 20th century to the present day and the development of the technology that has enabled music to constantly evolve and develop through time.

### WHERE WILL THIS COURSE TAKE ME?

Music Technology students go on to further study at universities such as Salford, Liverpool and Chester studying Music production, Music Instrument Technology, Event Management and Music in Education and on to careers in these areas.

### WHAT WILL I LEARN?

**Year 1 Composition using technology** – Students will be given a brief where they will have to use Digital Audio Workstations to create a composition which will be developed from a number of pre-recorded samples provided from the examination board. Students will be expected to use MIDI, Audio and the creative editing elements of the Digital Audio Workstation to create an interesting and innovative piece of music.

**Live music recording** - Students will be given a list of artists that they must select from and record a song. Students will be expected to organise the musicians, resources, equipment and any other aspect of the recording process to produce a noise free, stereo musical recording of their chosen piece.

**Genres** – Students will begin looking at the different genres of music from Blues through to Punk, how they came to be, key musical figures, musical features and the part technology had to play in the development and creativity of each genre of music.

**Historical Development of Recording Technology** - Students will study the historical development of technologies including the capture and documentation of sound from wax cylinder to digital and instrument history from the electric guitar to the clavinet.

**Year 2 Composing for film** – Students will be given a 3 minute film which they will be expected to create a sound track that not only fits the mood and style of the film but also takes into account the movement and actions it features. This is a highly creative unit which is both challenging and enjoyable.

**Live music recording** – A Similar yet more detailed task requiring a deeper level of skills and understanding in comparison the previous year. Students will be given a list of artists that they must select from and record a song. Students will be expected to organise the musicians, resources, equipment and any other aspect of the recording process to produce a noise free, stereo musical recording of their chosen piece.

**Genres** – Students will continue looking at the different genres of music from Soul through to Music for Film and Computer Games, how they came to be, key musical figures, musical features and the part technology had to play in the development and creativity of each genre of music.

**Historical Development of Recording Technology** - Students will study the historical development of technologies including the creation, development and evolution of effects, amplification and the ever changing nature of consumer based technology formats from Vinyl Record to streaming.

### HOW WILL I BE ASSESSED?

**2 Externally assessed pieces of coursework** – Composing for Film and Live Music Recording from Year 13

**2 Formal examinations** – Listening and Analysis where students use their knowledge from the Genres and Historical Development of Recording Technology.

**Analysis and Production**, during this exam students use the skills that they have learned completing their compositions and recordings in a two and half hour practical exam where they are required to arrange, fix and mix a series of pre-recorded music tracks.

